Positive effects can be achieved by continuously performing preventive care and other medical activities~~–~~, but performing the same activities every day can be a cause of mental strain for patients. Therefore~~–~~, research has been conducted to encourage the use of the motor system by maintaining the motivation of users and incorporating games that users can voluntarily engage in~~–~~. The Kinect system developed by Microsoft is capable of recognizing the posture of a person and the three-dimensional coordinates of his or her joints~~–~~, and research and development of a system that uses Kinect to measure limb movements for rehabilitation purposes is underway~~–~~. Kinect can detect real-world human postures and can therefore also be used to recognize antagonistic movements~~–~~. Recently~~–~~, several Kinect-compliant commercial rehabilitation systems have been developed~~–~~. We previously designed and developed a prototype lower limb chair motion support system using depth image sensors ~~to evaluate~~, and evaluated its performance and ease of use~~–~~. The system recognizes and evaluates motion based on 3D positional data and joint angles in skeletal and RGB data acquired from Kinect sensors~~–~~. In this study~~–~~, we designed~~–~~, implemented~~–~~, and evaluated a system that aids antagonistic movement ~~using~~through the use of depth sensors~~–~~. The system uses skeletal data on the user~~–~~'s joints acquired from depth sensors to recognize movement~~,~~ and assesses user movement to provide immediate feedback~~–~~. In addition~~–~~, ~~we use~~ an audiovisual display is used to explain the exercise procedure to the user and to play ~~the immediate~~real-time video to encourage movement~~–~~. ~~It~~The system also has a rhythm game function that allows users to adjust their movements to music~~–~~. The system includes four types of exercises~~–~~: upper/lower limb antagonism~~–~~, upper left/right limb antagonism~~–~~, ~~soaking~~rock-paper-scissors with both arms and legs~~–~~, and ~~biceps/tripple double-time triple time~~double-time / triple-time exercise~~–~~.

Commented [QCA1]: Attention to detail - Correct Punctuation and Style

Commented [QCA2]: Language- Sufficient Clarity and Readability

Commented [QCA3]: Mistranslation - No impact change (change in the emphasis laid by the author to persuade the reader) at word or phrase level

Commented [QCA4]: Sufficient Clarity and Readability

Commented [QCA5]: Sufficient Clarity and Readability

Commented [QCA6]: Sufficient Clarity and Readability

Commented [QCA7]: Attention to detail - Correct Grammar Mechanics Followed (article, prepositions, sing-plural, subject-verb agreement)

Commented [QCA8]: Attention to detail - No Spelling or Typographical Errors

SAMPLE